

FIG.1

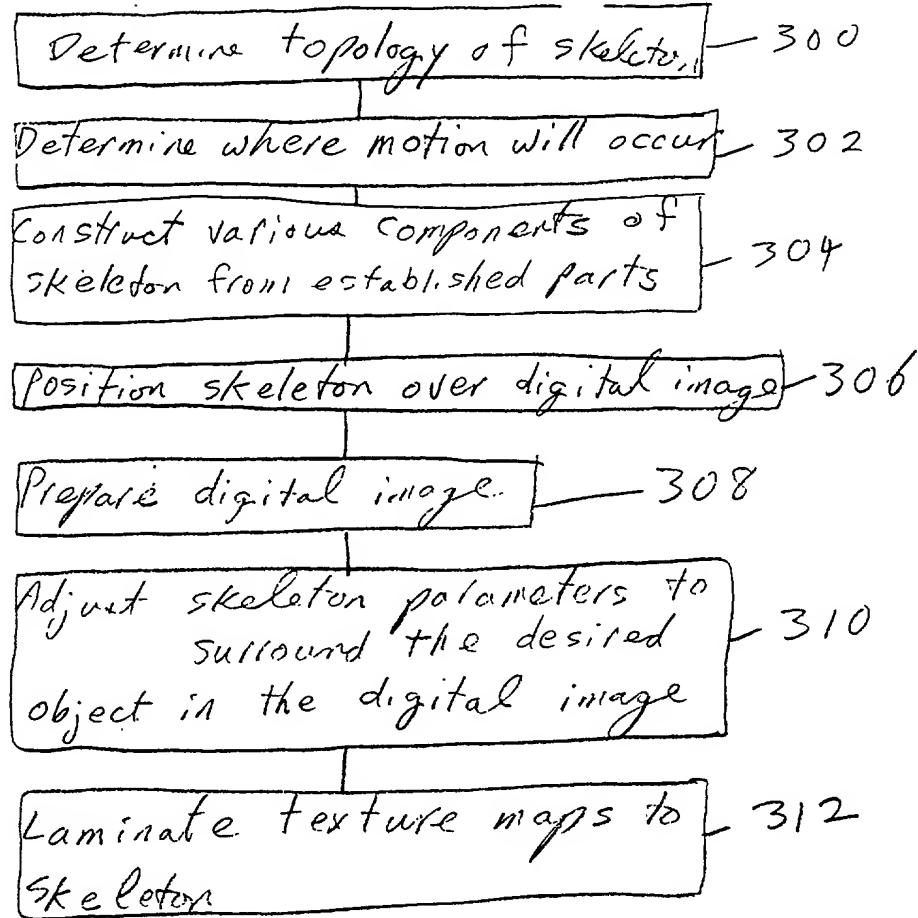


FIG 2

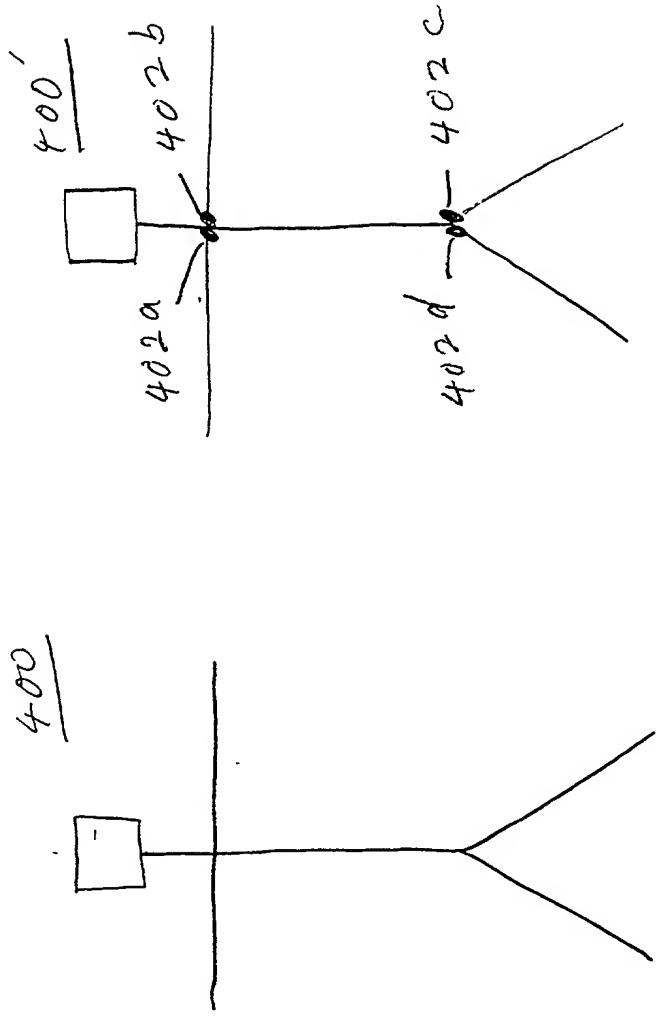


FIG 3 A

FIG 3 B

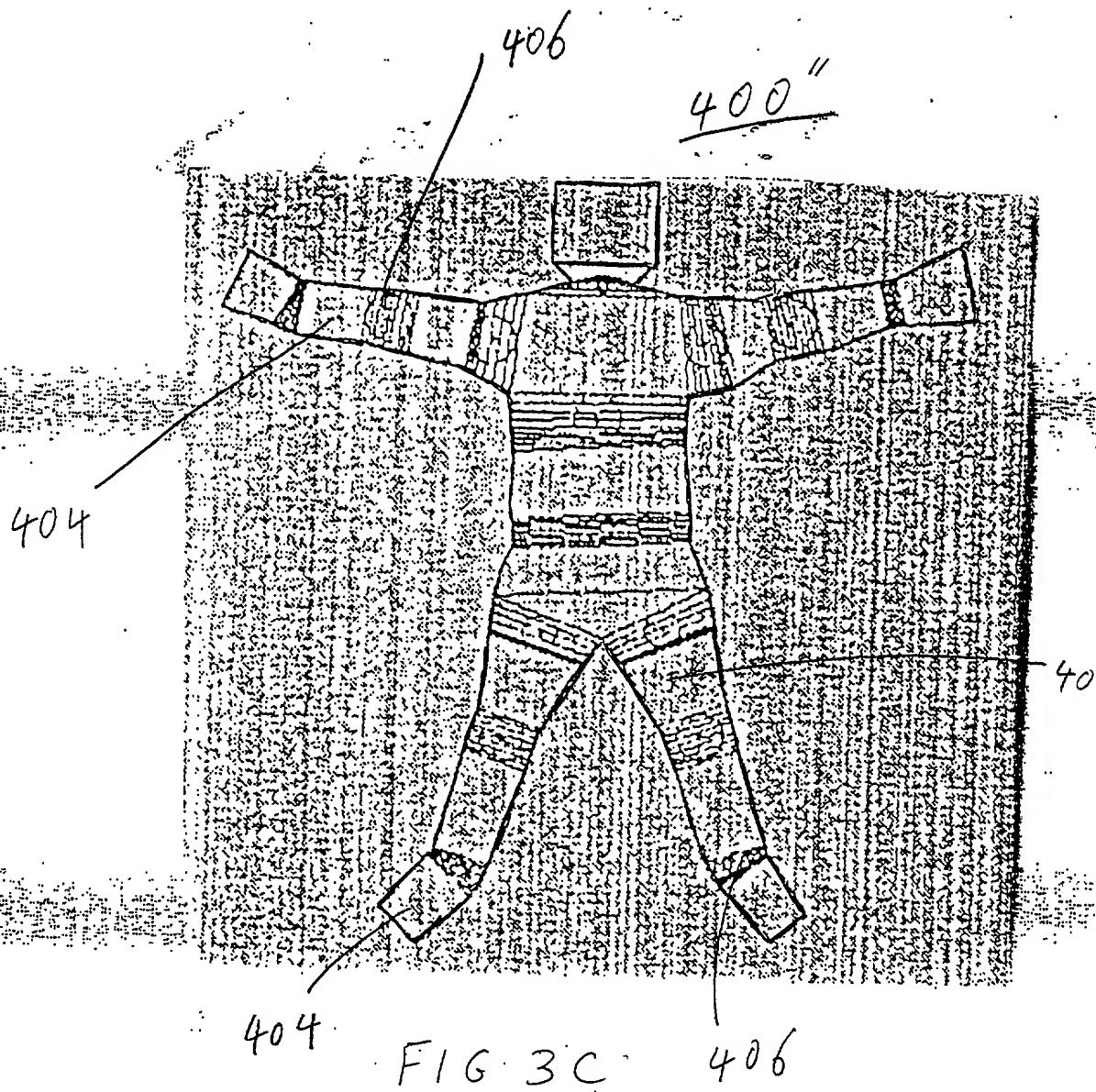




FIG 3D

410

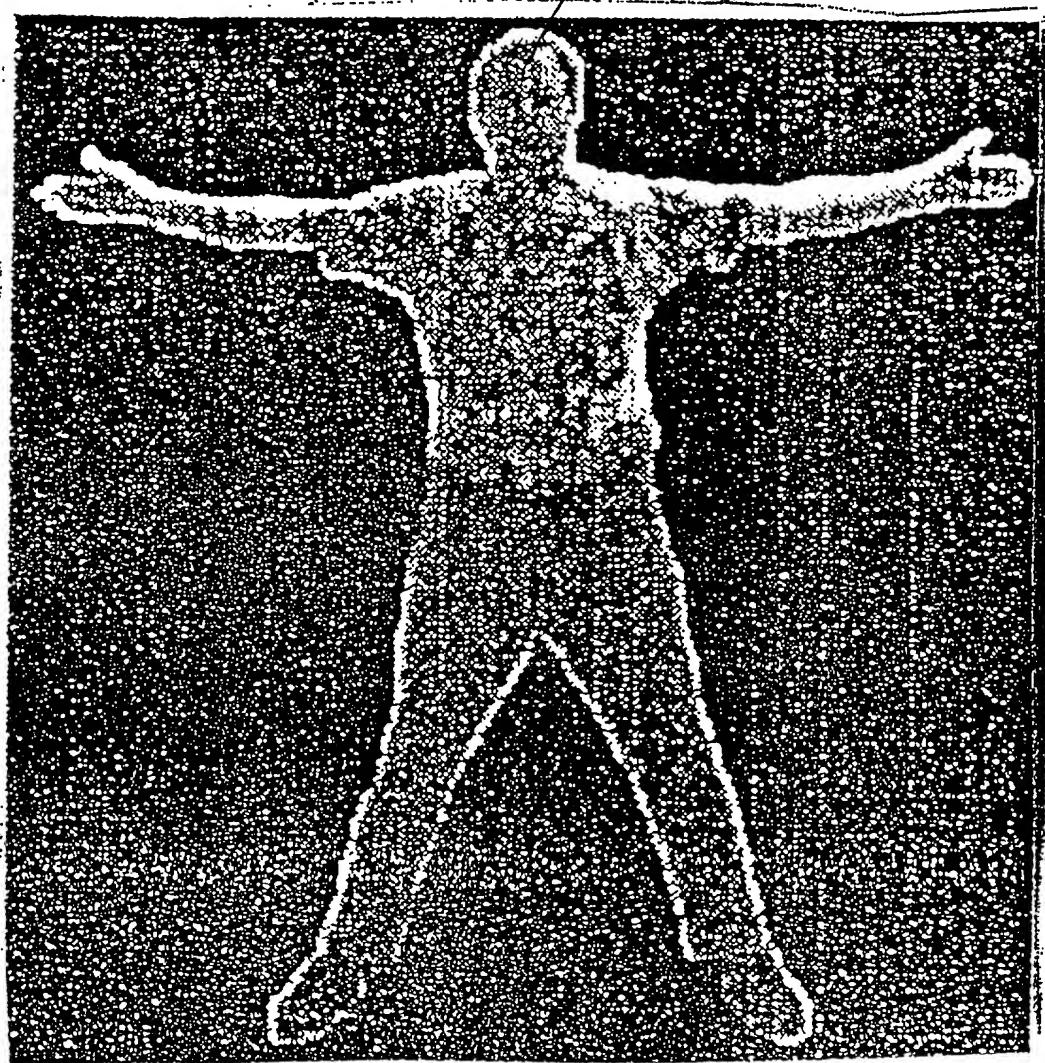


FIG 3E

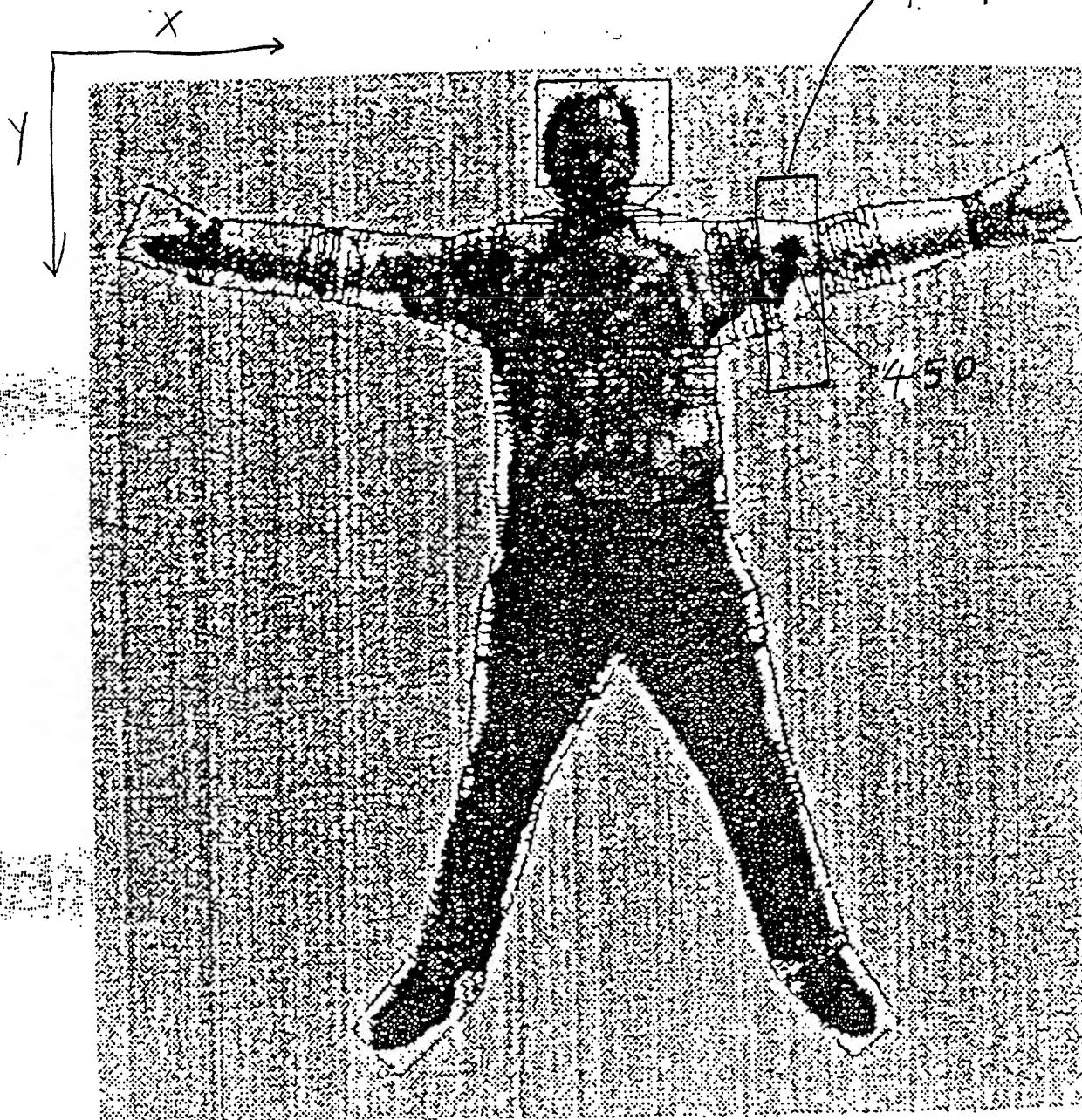


FIG. 3F

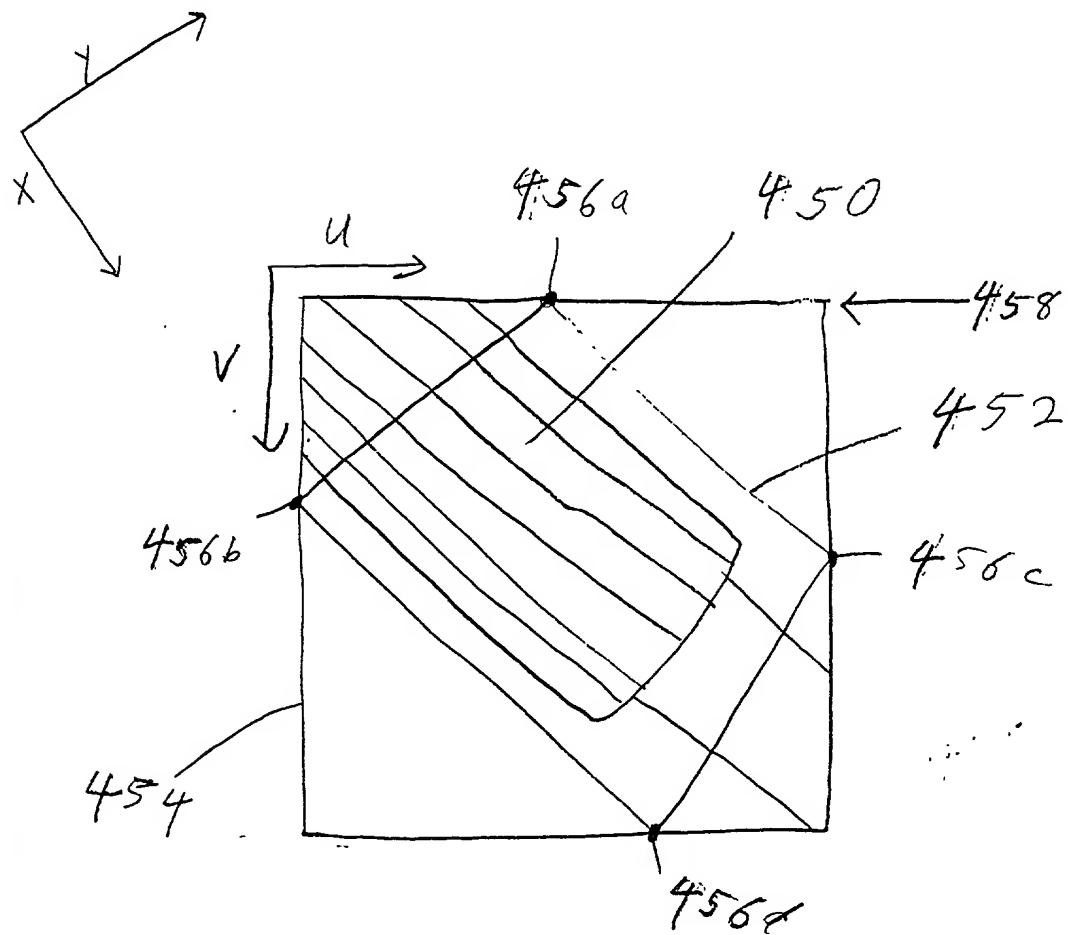


FIG. BG



FIG 4

transmit data over a network related to the generation of a personal character, wherein the data related to the generation of the personal character is no longer transmitted once the object is generated

600

Transmitting data related to an animation of the personal character

602

FIG 5